JOB SHEET 2-4-6
REINITIALIZING THE GRAPHICS
(Control Menu)

INTRODUCTION

On occasion, the graphic screens will "lock up" or "freeze" making screen manipulations impossible. Using the **C,REI,G** or **C;** command, at the Control Menu, is the first procedure to attempt to fix the problem.

OBJECTIVE

Given a "Graphic Hang", use the Control menu to reset the graphics screens via the "C,REI,G" or "C;" commands.

REFERENCES

NWS EHB 6-531-1, USER'S GUIDE: PUP/RPGOP, Section 7.1

PROCEDURE

CLEARING A GRAPHICS HANG: METHOD 1

1.   From the Main Menu at the Applications Terminal:

        Type **C** and press **RETURN**.

 -      The Control Menu is displayed.

2.   Type **REI,G** and press **RETURN**.

   -    Note that this is the first option in the Control Menu.

   -    The screens flash and then become blank. The current date/time and status information appears in the Annotation Area of the Graphic Screens when the reinitialization is complete.

1

MAIN MENU

COMMAND: **C**
FEEDBACK:

Enter command and press return. For assistance, press the HELP button (F5).

(C)ONTROL
(S)TATUS
(D)ISPLAY
(R)OUTINE PRODUCT SET
(G)EN AND DISTRIBUTE PRODUCTS
(T)IME LAPSE
(A)RCHIVE
(U)SER FUNCTION
(AD)APTATION DATA
(M)ONITOR PERFORMANCE
(H)ELP

UNACKNOWLEDGED ALERTS   ALPHA PRODUCT QUEUE INDICATOR
ACKNOWLEDGED ALERTS   RPG PRODUCT REQUEST STATUS
SYSTEM STATUS

2

CONTROL MENU

COMMAND: **C,REI,G**
FEEDBACK:

Enter command.

(REI)NITIALIZE, (G)RAPHICS
(RES)TART PUP
(S)HUTDOWN,   (N)ORMAL
              ,   (I)MMEDIATE
(C)OMLINE,   (C)ONNECT, <LINE#>
              ,   (D)ISCONNECT, <LINE#>
(T)RAINING MODE,   (C)ONNECTED RPG
                   ,   (D)ISCONNECTED RPG
                   ,   (R)ESUME
                   ,   (E)ND [reconnect]
(B)ACKGROUND MAP VERSION *
(W)ER PLANE ASSIGNMENT *
(A)UDIBLE ALARM TEST

*Footnote: Enters edit screen at this point.

CLEARING A GRAPHICS HANG: METHOD 2

Most people may prefer the alternate method of clearing a graphics hang:

3.   From the Main Menu at the Applications Terminal:

-      Type **C;** (C semicolon) and press **RETURN**.

-      Using a semicolon "**;**" tells the system to default to the <u>first</u> option on the specified menu. Therefore, **C,REI,G** is the same as **C;** since (REI)nitialize (G)raphics is the <u>first</u> option in the Control Menu.

-      Notice the screens go through the same metamorphosis as before.

Note - Should either command fail to clear up the problem, you should either reset or turn off/on the RAMTEK, located in the lower left side of the PUP cabinet. When turning the RAMTEK off, wait a few seconds before turning it back on. Then repeat step 3.

4.   After the RAMTEK has either been reset or turned off/on repeat the **C,REI,G** or **C;** command.

-      If you normally prefer the graphics maps to display in the background, don't forget to select the MAPS FOREGD/BACKGD box at the Graphics Tablet. Remember the setting always defaults to foreground after a PUPDOWN/ PUPUP, graphics reset, or a software reset.

END

MAIN MENU

COMMAND: **C;**
FEEDBACK:

Enter command and press return. For assistance, press the HELP button (F5).

3   (C)ONTROL
           (S)TATUS
           (D)ISPLAY
           (R)OUTINE PRODUCT SET
           (G)EN AND DISTRIBUTE PRODUCTS
           (T)IME LAPSE
           (A)RCHIVE
           (U)SER FUNCTION
           (AD)APTATION DATA
           (M)ONITOR PERFORMANCE
           (H)ELP

           UNACKNOWLEDGED ALERTS   ALPHA PRODUCT QUEUE INDICATOR
           ACKNOWLEDGED ALERTS   RPG PRODUCT REQUEST STATUS
           SYSTEM STATUS